

CPSC 304 Project Cover Page

Milestone #: 4

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Group Number: 198

Name	Student Number	CS Alias (Userid)	Preferred Email address
Danjiro Turner Okazaki	43562461	q7y2b	danjiro@student.ubc.ca
Olivia Pang	6660257	t1j3b	oliviapang@gmail.com
Bryan Lu	79152609	k4w4f	bryanzlu18@gmail.com

By typing our names and student numbers in the above table, we certify that the work in the attached assignment was performed solely by those whose names and student IDs are included above. (In the case of Project Milestone 0, the main purpose of this page is for you to let us know your e-mail address, and then let us assign you to a TA for your project supervisor.)

In addition, we indicate that we are fully aware of the rules and consequences of plagiarism, as set forth by the Department of Computer Science and the University of British Columbia

Project Description

From Milestone 1 - GenshinDB is an application that helps players of the game Genshin Impact optimize their character builds by letting them efficiently visualize their character stats when equipped with various items — weapons and artifacts — of the user's choice.

Our final project, Little GenshinDB, preserves the goal of visualizing all characters and their equipment on one convenient page, with a focus on Artifact management. It currently contains a subset of our initial functionality, supporting character creation and deletion and equipping Artifacts and Weapons. Users are able to search for the best artifacts in their "Inventory" and display their characteristics based on various criteria. However, characters and items are not associated with any functional stats, as the application focuses mainly on sorting and organization at the moment.

Schema Differences:

1. **The Inventory (weak entity), Base Stat, Buff, Artifact Set, and Artifact entities, along with all the relationships they participated in were removed.**

The ISA relationship was removed, and Flower, Plume, Timepiece, Goblet, Circlet are now individual entities instead of ISA children of the previous Artifact entity.

The original idea behind the artifact set entity, buff entity, base stat entity, and the ISA relationship was to minimize the size of the database and keep commonly used entities simple. However, as we worked on the project we realized that these elements would be far too difficult to implement and would not be justified unless we inserted a ridiculous amount of data into our database. As such, we split the ISA relationship into its subtypes and added simplified versions of artifact set and buff to the new artifact entities as attributes.

This configuration was reasonable to implement and worked well to demonstrate the core functionalities of our project, whereas the original schema would be too difficult to implement given the timeframe and would only serve to add extraneous functionalities. We also did not include inventory because given the previous changes, it would serve the same function as the users entity.

2. **The primary key and attribute "ID" was removed from all entities (except Users) and they are now uniquely identified by "name".**

We no longer allow duplicate items (where all other attributes are equal) for the sake of simplicity.

3. **The "refinement" attribute in Weapons is renamed to "quality".**

This rename simply better reflects Genshin Impact mechanics and is more consistent with the Flower, Plume, Timepiece, Goblet, Circlet entities.

4. Flower, Plume, Timepiece, Goblet, Circlet now have “stat” and “set_name” as attributes.

This change was to preserve the information from the removed Artifact Set and Buff entities.

Final Schema & Screenshots:

```
users(userid: number, username: varchar(30), password: varchar(128))
```

Constraints: username and password not null

```
character(name: varchar(20), flower: varchar(50), plume: varchar(50),  
timepiece: varchar(50), goblet: varchar(50), circlet: varchar(50), weapon:  
varchar(30))
```

Constraints: flower, plume, timepiece, goblet, circlet, and weapon are unique

```
flower(name: varchar(50), set_name: varchar(30), quality: int, stat: int)
```

```
plume(name: varchar(50), set_name: varchar(30), quality: int, stat: int)
```

```
timepiece(name: varchar(50), set_name: varchar(30), quality: int, stat: int)
```

```
goblet(name: varchar(50), set_name: varchar(30), quality: int, stat: int)
```

```
circlet(name: varchar(50), set_name: varchar(30), quality: int, stat: int)
```

```
weapon(name: varchar(30), quality: int, stat: int)
```

After running SQL.sql:

Users: *Table is empty (no INSERTS - all values are GUI inputted).

```
SQL> DESCRIBE USERS
Name
Null?   Type
-----
USERID
NOT NULL NUMBER
USERNAME
NOT NULL VARCHAR2(30)
PASSWORD
NOT NULL VARCHAR2(128)
```

Character:

NAME	FLOWER	PLUME	TIMEPIECE	GOBLET	CIRCLET	WEAPON
Venti						
Nahida	Labyrinth Wayfarer	Scholar of Vines	A Time of Insight	Lamp of the Lost	Laurel Coronet	Mappa Mare

Flower:

NAME	SET_NAME	QUALITY	STAT
Magnificent Tsuba	Emblem of Severed Fate	5	10
Royal Flora	Noblesse Oblige	5	20
Ay-Khanoums Myriad	Flower of Paradise Lost	5	30
The First Days of the City of Kings	Desert Pavilion Chronicle	4	40
Labyrinth Wayfarer	Deepwood Memories	4	50

Plume:

NAME	SET_NAME	QUALITY	STAT
Sundered Feather	Emblem of Severed Fate	5	11
Royal Plume	Noblesse Oblige	4	21
Wilting Feast	Flower of Paradise Lost	5	31
End of the Golden Realm	Desert Pavilion Chronicle	4	41
Scholar of Vines	Deepwood Memories	5	51

Timepiece:

NAME	SET_NAME	QUALITY	STAT
Storm Cage	Emblem of Severed Fate	5	12
Royal Pocket Watch	Noblesse Oblige	4	22
A Moment Congealed	Flower of Paradise Lost	5	32
Timepiece of the Lost Path	Desert Pavilion Chronicle	4	42
A Time of Insight	Deepwood Memories	4	52

Goblet:

NAME	SET_NAME	QUALITY	STAT
Scarlet Vessel	Emblem of Severed Fate	4	13
Royal Silver Urn	Noblesse Oblige	5	23
Secret-Keepers Magic Bottle	Flower of Paradise Lost	4	33
Defender of the Enchanting Dream	Desert Pavilion Chronicle	4	43
Lamp of the Lost	Deepwood Memories	4	53

Circlet:

NAME	SET_NAME	QUALITY	STAT
Ornate Kabuto	Emblem of Severed Fate	5	14
Royal Masque	Noblesse Oblige	4	24
Amethyst Crown	Flower of Paradise Lost	4	34
Legacy of the Desert High-Born	Desert Pavilion Chronicle	4	44
Laurel Coronet	Deepwood Memories	4	54

Weapon:

NAME	QUALITY	STAT
Dull Blade	1	12
Mappa Mare	4	44
Prototype Crescent	4	42
Skyward Spine	5	48
The Unforged	5	46

List of All SQL Queries:

Functions.inc.php:

- Line 4: `INSERT INTO users (username, password) VALUES (:username, :password)`
- Line 54: `SELECT * FROM users WHERE username = (:username)`

Oracle-starter.php:

- Line 515: `INSERT into character values (:bind1, :bind2, :bind3, :bind4, :bind5, :bind6, :bind7)`
- Line 518: `SELECT * FROM character`
- Line 537: `UPDATE character SET flower='" . $flower . "', plume='" . $plume . "', timepiece='" . $timepiece . "', goblet='" . $goblet . "', circlet='" . $circlet . "', weapon='" . $weapon . "' WHERE name='" . $name . "'`
- Line 540: `SELECT * FROM character`
- Line 546: `SELECT * FROM flower`
- Line 549: `SELECT * FROM plume`
- Line 552: `SELECT * FROM timepiece`
- Line 555: `SELECT * FROM goblet`
- Line 558: `SELECT * FROM circlet`
- Line 565: `SELECT * FROM character`
- Line 571: `SELECT set_name, Count(*) FROM (SELECT * FROM flower UNION SELECT * FROM plume UNION SELECT * FROM timepiece UNION SELECT * FROM goblet UNION SELECT * FROM circlet) GROUP BY set_name`
- Line 578: `SELECT name, set_name, COUNT(aname) FROM (SELECT character.name, flower.set_name, flower.name as aname FROM character, flower WHERE character.flower = flower.name UNION SELECT character.name, plume.set_name, plume.name as aname FROM character, plume WHERE character.plume = plume.name UNION SELECT character.name, timepiece.set_name, timepiece.name as aname FROM character, timepiece WHERE character.timepiece = timepiece.name UNION SELECT character.name, goblet.set_name, goblet.name as aname FROM character, goblet WHERE character.goblet = goblet.name UNION SELECT character.name, circlet.set_name, circlet.name as aname FROM character, circlet WHERE character.circlet = circlet.name) GROUP BY name, set_name HAVING COUNT(aname) > 1`
- Line 584: `SELECT * FROM flower WHERE set_name ='" . $_GET['artifact_set'] . "'`
- Line 587: `SELECT * FROM plume WHERE set_name ='" . $_GET['artifact_set'] . "'`
- Line 590: `SELECT * FROM timepiece WHERE set_name ='" . $_GET['artifact_set'] . "'`

- Line 593: `SELECT * FROM goblet WHERE set_name = ' ' . $_GET['artifact_set'] . ' ' .`
- Line 596: `SELECT * FROM circlet WHERE set_name = ' ' . $_GET['artifact_set'] . ' ' .`
- Line 615: `SELECT " . $a . " FROM character WHERE name = ' ' . $_GET['project_name'] . ' ' .`
- Line 625: `SELECT set_name FROM (SELECT set_name, COUNT(*) as num FROM " . $_GET['artifact_type'] . " WHERE quality = 5 GROUP BY set_name) a WHERE NOT EXISTS (SELECT * FROM (SELECT set_name, COUNT(*) as num FROM " . $_GET['artifact_type'] . " WHERE quality = 5 GROUP BY set_name) b WHERE a.num < b.num)`
- Line 631: `SELECT name FROM character WHERE flower IS NOT NULL AND plume IS NOT NULL AND timepiece IS NOT NULL AND goblet IS NOT NULL AND circlet IS NOT NULL`
- Line 642: `SELECT set_name, quality, MAX(stat) FROM (SELECT * FROM flower UNION SELECT * FROM plume UNION SELECT * FROM timepiece UNION SELECT * FROM goblet UNION SELECT * FROM circlet) GROUP BY set_name, quality HAVING MAX(stat) > " . $_GET['stat'] . " .`
- Line 652: `DELETE FROM character WHERE name = ' ' . $_GET['delete_name'] . ' ' .`
- Line 657: `SELECT * FROM character`

Screenshots of GUI Functionality:

SELECT Operation

Before:

NAME	SET_NAME	QUALITY	STAT
Magnificent Tsuba	Emblem of Severed Fate	5	10
Royal Flora	Noblesse Oblige	5	20
Ay-Khanoums Myriad	Flower of Paradise Lost	5	30
The First Days of the City of Kings	Desert Pavilion Chronicle	4	40
Labyrinth Wayfarer	Deepwood Memories	4	50

NAME	SET_NAME	QUALITY	STAT
Sundered Feather	Emblem of Severed Fate	5	11
Royal Plume	Noblesse Oblige	4	21
Wilting Feast	Flower of Paradise Lost	5	31
End of the Golden Realm	Desert Pavilion Chronicle	4	41
Scholar of Vines	Deepwood Memories	5	51

NAME	SET_NAME	QUALITY	STAT
Storm Cage	Emblem of Severed Fate	5	12
Royal Pocket Watch	Noblesse Oblige	4	22
A Moment Congealed	Flower of Paradise Lost	5	32
Timepiece of the Lost Path	Desert Pavilion Chronicle	4	42
A Time of Insight	Deepwood Memories	4	52

NAME	SET_NAME	QUALITY	STAT
Scarlet Vessel	Emblem of Severed Fate	4	13
Royal Silver Urn	Noblesse Oblige	5	23
Secret-Keepers Magic Bottle	Flower of Paradise Lost	4	33
Defender of the Enchanting Dream	Desert Pavilion Chronicle	4	43
Lamp of the Lost	Deepwood Memories	4	53

NAME	SET_NAME	QUALITY	STAT
Ornate Kabuto	Emblem of Severed Fate	5	14
Royal Masque	Noblesse Oblige	4	24
Amethyst Crown	Flower of Paradise Lost	4	34
Legacy of the Desert High-Born	Desert Pavilion Chronicle	4	44
Laurel Coronet	Deepwood Memories	4	54

During:

Show Artifacts By Set (SELECT)

- ☐ Emblem of Severed Fate
- ☒ Noblesse Oblige
- ☐ Flower of Paradise Lost
- ☐ Desert Pavilion Chronicle
- ☐ Deepwood Memories

Filter

Paimon Says:

Flower

Name	Set	Quality	Stat
Royal Flora	Noblesse Oblige	5	20

Plume

Name	Set	Quality	Stat
Royal Plume	Noblesse Oblige	4	21

Sands

Name	Set	Quality	Stat
Royal Pocket Watch	Noblesse Oblige	4	22

Goblet

Name	Set	Quality	Stat
Royal Silver Urn	Noblesse Oblige	5	23

Circlet

Name	Set	Quality	Stat
Royal Masque	Noblesse Oblige	4	24

After:

NAME	SET_NAME	QUALITY	STAT
-----	-----	-----	-----
Royal Flora	Noblesse Oblige	5	20

NAME	SET_NAME	QUALITY	STAT
-----	-----	-----	-----
Royal Plume	Noblesse Oblige	4	21

NAME	SET_NAME	QUALITY	STAT
-----	-----	-----	-----
Royal Pocket Watch	Noblesse Oblige	4	22

NAME	SET_NAME	QUALITY	STAT
-----	-----	-----	-----
Royal Silver Urn	Noblesse Oblige	5	23

NAME	SET_NAME	QUALITY	STAT
Royal Masque	Noblesse Oblige	4	24

INSERT Operation

Before:

NAME	FLOWER	PLUME	TIMEPIECE	GOBLET	CIRCLET	WEAPON
Venti						
Nahida	Labyrinth Wayfarer	Scholar of Vines	A Time of Insight	Lamp of the Lost	Laurel Coronet	Mappa Mare

During:

Create A Character (INSERT)

Name:

Equip your artifacts:

Flower of Life: Plume of Death: Sands of Eon:

Goblet of Enothem: Circlet of Logos: Weapon:

Paimon Says:

All Characters

This will be empty if you have no characters!

Name	Flower	Plume	Timepiece	Goblet	Circlet	Weapon
Venti						
Nahida	Labyrinth Wayfarer	Scholar of Vines	A Time of Insight	Lamp of the Lost	Laurel Coronet	Mappa Mare
Albedo	Magnificent Tsuba	Sundered Feather	Storm Cage	Scarlet Vessel	Ornate Kabuto	Dull Blade

After:

NAME	FLOWER	PLUME	TIMEPIECE	GOBLET	CIRCLET	WEAPON
Venti						
Nahida	Labyrinth Wayfarer	Scholar of Vines	A Time of Insight	Lamp of the Lost	Laurel Coronet	Mappa Mare
Albedo	Magnificent Tsuba	Sundered Feather	Storm Cage	Scarlet Vessel	Ornate Kabuto	Dull Blade

UPDATE Operation

Before:

NAME	FLOWER	PLUME	TIMEPIECE	GOBLET	CIRCLET	WEAPON
Venti						
Nahida	Labyrinth Wayfarer	Scholar of Vines	A Time of Insight	Lamp of the Lost	Laurel Coronet	Mappa Mare

During:

Update Your Character's Artifacts (UPDATE)

Name of Character (case sensitive):

Equip your artifacts:

Flower of Life: Plume of Death: Sands of Eon:

Goblet of Enothem: Circlet of Logos: Weapon:

Paimon Says:

All Characters

This will be empty if you have no characters!

Name	Flower	Plume	Timepiece	Goblet	Circlet	Weapon
Venti	Magnificent Tsuba	Sundered Feather	Storm Cage	Scarlet Vessel	Ornate Kabuto	Dull Blade
Nahida	Labyrinth Wayfarer	Scholar of Vines	A Time of Insight	Lamp of the Lost	Laurel Coronet	Mappa Mare

After:

NAME	FLOWER	PLUME	TIMEPIECE	GOBLET	CIRCLET	WEAPON
Venti	Magnificent Tsuba	Sundered Feather	Storm Cage	Scarlet Vessel	Ornate Kabuto	Prototype Crescent
Nahida	Labyrinth Wayfarer	Scholar of Vines	A Time of Insight	Lamp of the Lost	Laurel Coronet	Mappa Mare

DELETE Operation

Before:

NAME	FLOWER	PLUME	TIMEPIECE	GOBLET	CIRCLET	WEAPON
Venti						
Nahida	Labyrinth Wayfarer	Scholar of Vines	A Time of Insight	Lamp of the Lost	Laurel Coronet	Mappa Mare
Albedo	Magnificent Tsuba	Sundered Feather	Storm Cage	Scarlet Vessel	Ornate Kabuto	Dull Blade

During:

Delete a Character (DELETE)

Name of Character (case sensitive):

Delete

Paimon Says:

All Characters

This will be empty if you have no characters!

Name	Flower	Plume	Timepiece	Goblet	Circlet	Weapon
Venti						
Nahida	Labyrinth Wayfarer	Scholar of Vines	A Time of Insight	Lamp of the Lost	Laurel Coronet	Mappa Mare

After:

NAME	FLOWER	PLUME	TIMEPIECE	GOBLET	CIRCLET	WEAPON
Venti						
Nahida	Labyrinth Wayfarer	Scholar of Vines	A Time of Insight	Lamp of the Lost	Laurel Coronet	Mappa Mare

JOIN Operation

Before:

NAME	FLOWER	PLUME	TIMEPIECE	GOBLET	CIRCLET	WEAPON
Venti						
Nahida	Labyrinth Wayfarer	Scholar of Vines	A Time of Insight	Lamp of the Lost	Laurel Coronet	Mappa Mare

During:

Check Character for Artifact Set Bonus (JOIN)

Shows whether a character has more than 2 Artifacts from the same set.

Check

Paimon Says:

If this is empty, you have no set bonuses.

Character	Set Name	Number Equipped From Set
Nahida	Deepwood Memories	5

After:

NAME	SET_NAME	COUNT(ANAME)
Nahida	Deepwood Memories	5

PROJECT Operation

Before:

NAME	FLOWER	PLUME	TIMEPIECE	GOBLET	CIRCLET	WEAPON
Venti						
Nahida	Labyrinth Wayfarer	Scholar of Vines	A Time of Insight	Lamp of the Lost	Laurel Coronet	Mappa Mare

During:

Display Character Information (PROJECT)

Name of Character (case sensitive):

- ☒ Character Name
- ☐ Flower of Life
- ☐ Plume of Death
- ☒ Sands of Eon
- ☐ Goblet of Enothem
- ☐ Circlet of Logos
- ☐ Weapon

Paimon Says:

Character Info:

If this is blank - double check that your character exists in the Inventory!

NAME:
Nahida

TIMEPIECE:
A Time of Insight

After:

NAME

Nahida

TIMEPIECE

A Time of Insight

HAVING Operation

Before:

NAME	SET_NAME	QUALITY	STAT
Magnificent Tsuba	Emblem of Severed Fate	5	10
Royal Flora	Noblesse Oblige	5	20
Ay-Khanoums Myriad	Flower of Paradise Lost	5	30
The First Days of the City of Kings	Desert Pavilion Chronicle	4	40
Labyrinth Wayfarer	Deepwood Memories	4	50

NAME	SET_NAME	QUALITY	STAT
Sundered Feather	Emblem of Severed Fate	5	11
Royal Plume	Noblesse Oblige	4	21
Wilting Feast	Flower of Paradise Lost	5	31
End of the Golden Realm	Desert Pavilion Chronicle	4	41
Scholar of Vines	Deepwood Memories	5	51

NAME	SET_NAME	QUALITY	STAT
Storm Cage	Emblem of Severed Fate	5	12
Royal Pocket Watch	Noblesse Oblige	4	22
A Moment Congealed	Flower of Paradise Lost	5	32
Timepiece of the Lost Path	Desert Pavilion Chronicle	4	42
A Time of Insight	Deepwood Memories	4	52

NAME	SET_NAME	QUALITY	STAT
Scarlet Vessel	Emblem of Severed Fate	4	13
Royal Silver Urn	Noblesse Oblige	5	23
Secret-Keepers Magic Bottle	Flower of Paradise Lost	4	33
Defender of the Enchanting Dream	Desert Pavilion Chronicle	4	43
Lamp of the Lost	Deepwood Memories	4	53

NAME	SET_NAME	QUALITY	STAT
Ornate Kabuto	Emblem of Severed Fate	5	14
Royal Masque	Noblesse Oblige	4	24
Amethyst Crown	Flower of Paradise Lost	4	34
Legacy of the Desert High-Born	Desert Pavilion Chronicle	4	44
Laurel Coronet	Deepwood Memories	4	54

During:

Find Your Best Artifact Sets (HAVING)

Finds all Artifact Sets (separated by quality) containing Stats above a certain threshold.

Lowest Stat:

Find

Paimon Says:

Artifact Set	Quality	Stat
Deepwood Memories	4	54

After:

SET_NAME	QUALITY	MAX(STAT)
Deepwood Memories	4	54

GROUP BY Operation

Before:

NAME	SET_NAME	QUALITY	STAT
Magnificent Tsuba	Emblem of Severed Fate	5	10
Royal Flora	Noblesse Oblige	5	20
Ay-Khanoums Myriad	Flower of Paradise Lost	5	30
The First Days of the City of Kings	Desert Pavilion Chronicle	4	40
Labyrinth Wayfarer	Deepwood Memories	4	50

NAME	SET_NAME	QUALITY	STAT
Sundered Feather	Emblem of Severed Fate	5	11
Royal Plume	Noblesse Oblige	4	21
Wilting Feast	Flower of Paradise Lost	5	31
End of the Golden Realm	Desert Pavilion Chronicle	4	41
Scholar of Vines	Deepwood Memories	5	51

NAME	SET_NAME	QUALITY	STAT
Storm Cage	Emblem of Severed Fate	5	12
Royal Pocket Watch	Noblesse Oblige	4	22
A Moment Congealed	Flower of Paradise Lost	5	32
Timepiece of the Lost Path	Desert Pavilion Chronicle	4	42
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NAME	SET_NAME	QUALITY	STAT
Scarlet Vessel	Emblem of Severed Fate	4	13
Royal Silver Urn	Noblesse Oblige	5	23
Secret-Keepers Magic Bottle	Flower of Paradise Lost	4	33
Defender of the Enchanting Dream	Desert Pavilion Chronicle	4	43
Lamp of the Lost	Deepwood Memories	4	53

NAME	SET_NAME	QUALITY	STAT
Ornate Kabuto	Emblem of Severed Fate	5	14
Royal Masque	Noblesse Oblige	4	24
Amethyst Crown	Flower of Paradise Lost	4	34
Legacy of the Desert High-Born	Desert Pavilion Chronicle	4	44
Laurel Coronet	Deepwood Memories	4	54

SET_NAME	COUNT(*)
Flower of Paradise Lost	5
Emblem of Severed Fate	5
Noblesse Oblige	5
Desert Pavilion Chronicle	5
Deepwood Memories	5

During:

Count Artifacts By Set (GROUP BY)

Count

Paimon Says:

Artifact Set	Owned
Flower of Paradise Lost	5
Emblem of Severed Fate	5
Noblesse Oblige	5
Desert Pavilion Chronicle	5
Deepwood Memories	5

After:

SET_NAME	COUNT(*)
Flower of Paradise Lost	5
Emblem of Severed Fate	5
Noblesse Oblige	5
Desert Pavilion Chronicle	5
Deepwood Memories	5

NESTED Operation

Before:

NAME	SET_NAME	QUALITY	STAT
Magnificent Tsuba	Emblem of Severed Fate	5	10
Royal Flora	Noblesse Oblige	5	20
Ay-Khanoums Myriad	Flower of Paradise Lost	5	30
The First Days of the City of Kings	Desert Pavilion Chronicle	4	40
Labyrinth Wayfarer	Deepwood Memories	4	50

During:

View Sets With Highest Quality Artifacts (NESTED)

Shows sets with most number of 5 Star Artifacts.

- ☒ Flower of Life
- ☐ Plume of Death
- ☐ Sands of Eon
- ☐ Goblet of Enothem
- ☐ Circlet of Logos

Submit

Paimon Says:

Artifact Set

Flower of Paradise Lost

Noblesse Oblige

Emblem of Severed Fate

After:

```
SET_NAME
-----
Flower of Paradise Lost
Noblesse Oblige
Emblem of Severed Fate
```

DIVISION Operation

Before:

NAME	FLOWER	PLUME	TIMEPIECE	GOBLET	CIRCLET	WEAPON
Venti						
Nahida	Labyrinth Wayfarer	Scholar of Vines	A Time of Insight	Lamp of the Lost	Laurel Coronet	Mappa Mare

During:

Find Characters With All Artifacts Equipped (DIVISION)

Find

Paimon Says:

If this is empty, no characters have all artifacts equipped.

Name

Nahida

After:

NAME

Nahida